



A Kingdom of
Many Colors

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Wave after wave of the most unlikely objects: avoid your collected dreams. For you, sleep becomes a special nightmare. Outrageous enemies drop bombs and collide with your fragile dreams. One hit and your blaster disintegrates. Shoot as many of the violators as you can before your fleet is destroyed, and return your dreams to rosyful rewards.

INITIAL SET-UP

1. **Insert cartridge into your Atari® 5200™ console with power OFF.**
Then, turn power ON.
2. **Plug in Controller(s).** Solo player uses 1st Controller. Uses no overlay.
3. **To select 1 or 2 players, press the (%) key.**
 - Player 1 is mobile blaster and score are blue.
 - Player 2 is mobile blaster and score are green.
4. **To choose Straight or Guided Missiles, press the (%) key.**
 - Both players must use the same type of missiles.
5. **Begin a new game at any time by pressing the SWAP key.**
6. **Pause the action whenever you like by pressing the pause key on your Controller. To resume the game, press the pause key again or other lower red button on the Controller.**
7. **Turn power OFF before removing Megaloman™ cartridge.**

MOBILE BLASTERS

Your mobile Blaster glides to the left and right when you move the Controller left and right. To fire its missiles press the lower red button. Hold the button down for continuous fire. Each Blaster is equipped with an unlimited number of missiles. Blast away!

Energy Bar and Alarms. Your Blasters use up a constant rate of energy no matter how much you move them or how often you fire their missiles. Even so, always keep a keen eye on the energy bar. If all the energy is consumed before you destroy an attacking wave, your Blaster disintegrates. Fortunately, an alarm alerts you when your energy is low and you haven't much time.

Reserve Blasters. You begin each game with three blasters in reserve. For every 10,000 points you score, you are awarded one additional reserve Blaster up to a maximum of six on screen at any one time.



MEGA-MADNESS

MegaCycle. There are eight waves of different enemy objects that infest your domain. When you have destroyed all of the objects in all eight waves, the nightmare not only continues, it gets worse! Enemy waves repeat, then start assault in a quicker pace, and their patterns of invasion are more sophisticated.

Megadphere. All of the enemy objects travel in an orbital path. When an object disappears off the bottom of the screen it reappears at the top. If it leaves your field of vision on one side, it returns to haunt you on the other side.

Megaphants. Every time you destroy an enemy object, you score points. Each object within an enemy wave has the same point value.

SCORING SYSTEM

Enemy Object	Point Value
Deluxe Hamsters	100
Hot-Cheese Sandwiches	90
Refrigerator Magnets	40
Radical Tires	50
Crucified Wings	80
Streaming Insects	70
Party Bow Ties	80
Decapitated Space Dogs	90

These point values apply to the first MegaCycle only. After that, each object in all successive waves is worth 90 points. At the end of each game, the highest score registers on screen in black.

Megabonus. You receive bonus points for every "unit" of energy remaining in the Energy Bar of the robot you destroy (the last object in any enemy wave). So, the faster you destroy & sweep the waves, the more Megabonus points you'll earn. And you'll need all you can get.

JOIN THE ACTIVISION "MEGAMANIAKS"

If you reach a score of 45,000 points or more then we know that you won't just daydreaming out there. You disturbed some of the coolest space robots and you're too intruded anyone's sleep. Another means you are eligible to become an official Megamaniac. Just send us a photo of your mega memory (TV screen) along with your name and address and we'll send you an anonymous Megamaniac emblem like next to write "MEGAMANIAKS 9802" on the bottom left corner of the envelope.



HOW TO BECOME A MEGAMANHIC

Tips from Glyn Anderson and Steve Carterlight.

Glyn Anderson enjoys playing string and wind instruments, with his specialty being keyboards. Steve Carterlight is an enthusiast of motorcycle touring and photography.

"Megaman" is no-slammer party. Here are some tips we use to battle the meanness and ensure a good night's sleep.

"First off, keep your mobile blaster in the center of the screen as much as possible. This will enable you to more effectively switch your blaster to either side when you need to. Plus, it minimizes your chances of getting caught in a corner."

"Also, don't try to 'catch-up' with any enemy objects that have already been shot. Your blaster fires blasters quick, but the enemy objects are just as quick."

"Finally, don't let the slants from the floating icons touch your blaster. Otherwise, you'll get burned. And when you are bashing the floating icons, be sure to knock out at least one icon from each of the three columns before they descend to the bottom of the screen. If you don't, you'll suffer the consequences."

"When you are wide awake...and you feel that you're safe, drop us a line. We'd love to find out which enemy wave gave you the most trouble, and if your dreams have returned to normal!"



Steve Carterlight



Glyn Anderson

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